SPY FICTION™

MATURE 17+

M

CONTENT RATED BY ESRB

ACCESS GAMES

Sammy Studios

Warning:
Read Before Using Your PlayStation®2 Computer Entertainment System.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to Owners of Projection Televisions:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Use of Unauthorized Product:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

Handling Your PlayStation 2 Format Disc:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

2 .. Getting Started

3 .. Starting Up

4 .. The PHANTOM Mission

5 .. Characters

6 .. Starting the Game

8 .. Options

9 .. Basic Controls

10 .. Infiltration Mission Flow

12 .. Playing the Game

13 .. Game Screens

14 .. Menus

16 .. Alert System 1

18 .. Alert System 2

20 .. Items

21 .. Camera Angles

22 .. Optical Disguises

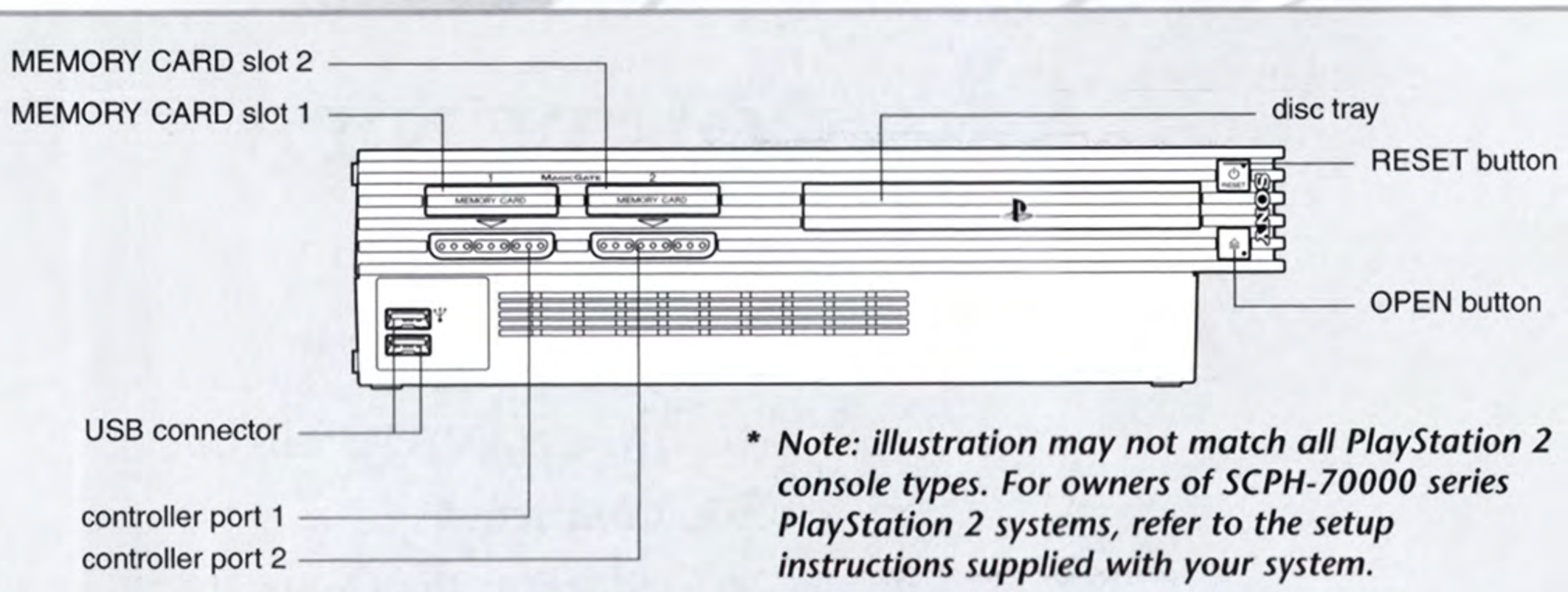
24 .. Action Basics 1

26 .. Action Basics 2

28 .. Battle Actions

30 .. Spy Tips

GETTING STARTED*



* *Note: illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON.

Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the ***SPY FICTION*** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.

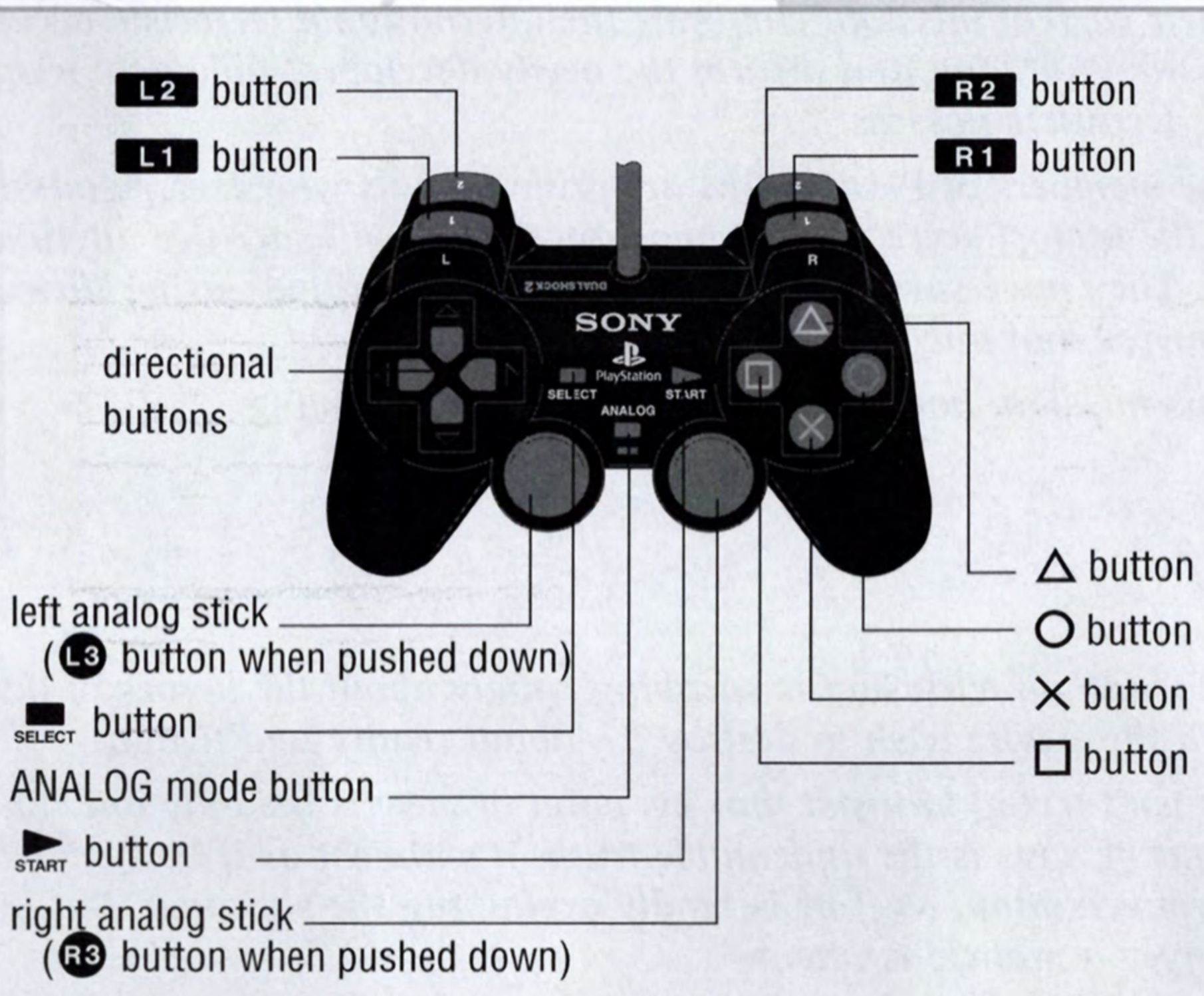
Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 or MEMORY CARD slot 2 of your console. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



SPY FICTION **is a 1 Player game. Before starting play, connect the DUALSHOCK®2 analog controller to controller port 1.**

Note: This game is compatible only with the DUALSHOCK®2 analog controller.

THE PHANTOM MISSION

DECEMBER 24

*There they are, 12,500 feet above the mountains at the western end of Austria: the team referred to as **PHANTOM**. These agents belong to an espionage organization known as **S.E.A.** (Special Execution Agency). Their current mission: eliminate the international terrorists occupying Castle Wolfgang and disarm the newly developed biological weapon the terrorists possess.*

*The members of **PHANTOM** are professionals who execute missions of the utmost secrecy and importance. They will sacrifice anything to do so. They have survived numerous volatile situations using their supreme prowess and intellect.*

This mission, however, has its own special meaning.

DECEMBER 20

The man on television is speaking calmly about the heroes of justice and those who wish to destroy it—about reality and fiction.

He isn't trying to insist that his point of view is the only one. But what he says is the undeniable truth. It's almost as if he's enjoying a conversation, as if he is kindly explaining the situation. But his eyes convey a malicious intent.

He concludes: "There is one way out of Hell. Repent! Confess your sins...and you shall live."

DECEMBER 24

The sky is pitch-black, except for the full moon. As if to disturb the serenity, the rear trap of a military helicopter opens wide.

In an instant, three shadows jump out, one after the other, into a sea of clouds extending as far as the eye can see. Each shadow's heart is filled with determination....

For team PHANTOM, a mission challenging the very reason for their existence has begun.

CHARACTERS

***BILLY BISHOP**, the team leader of **PHANTOM**, is a specialist in solo infiltration. He is physically tough, with a calm, commanding personality. He has survived many catastrophic situations and enjoyed the thrill. Billy is stronger than Sheila Crawford and can withstand greater amounts of damage, but he cannot disguise himself as a female character.*

***SHEILA CRAWFORD** is the only female agent in **PHANTOM**. She gained her experience as a mercenary in the French Foreign Legion. She has a calm personality but avoids interacting with people. Although her skills are equal to Billy's, Sheila isn't as strong as Billy and can't withstand as much damage. She can disguise herself as any target.*

Note: Other differences also exist between the two player characters.

***NICKLAUS NIGHTWOOD**, a staff member of **PHANTOM**, understands Billy better than anyone else. He's highly regarded for his outstanding ability in information analysis. He's also the one who sets the general mood within the team.*

***SAMUEL BERKELEY** is the most skilled agent in **PHANTOM**. He trained Billy for his first assignment with the team. Through their training, the two developed a father-son relationship.*

***EVE** is a case officer dispatched from the Special Execution Agency. She is very loyal to the organization. She only makes contact through video and no one knows anything about her past.*

***DIETRICH TROY** controls numerous international terrorist organizations behind the scenes. He's considered a "terrorism planner" who masterminds a variety of criminal activities. Though his existence is known, some consider even that to be a rumor.*

STARTING THE GAME

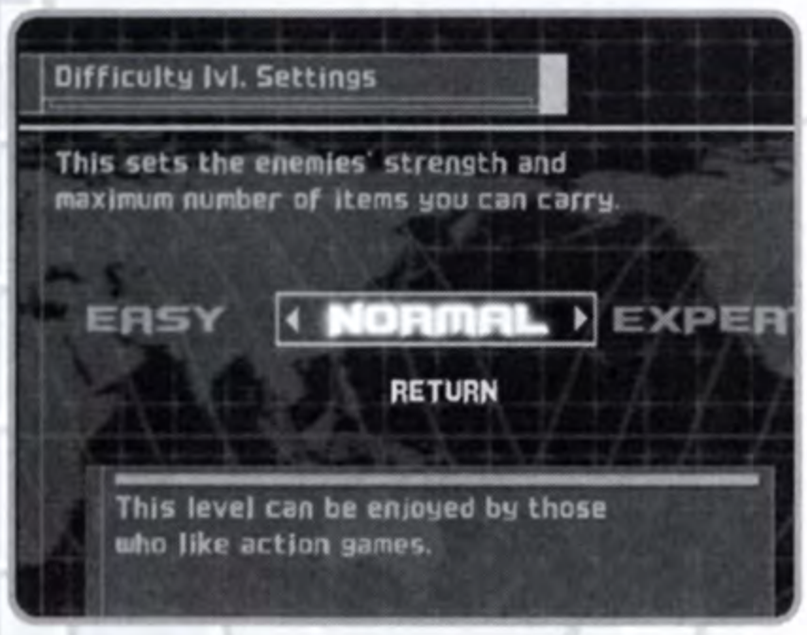
This section explains how to start the game, how to save and load and how to make changes to the various settings. During the game, use the directional buttons or the left analog stick to navigate through menus, and press the ⊗ button to confirm or the △ button to cancel.

TITLE SCREEN

The Title screen contains ***New Game***, ***Load Game*** and ***Options*** choices. Use the directional buttons or the left analog stick to select an option, and press the ⊗ or START button to confirm.

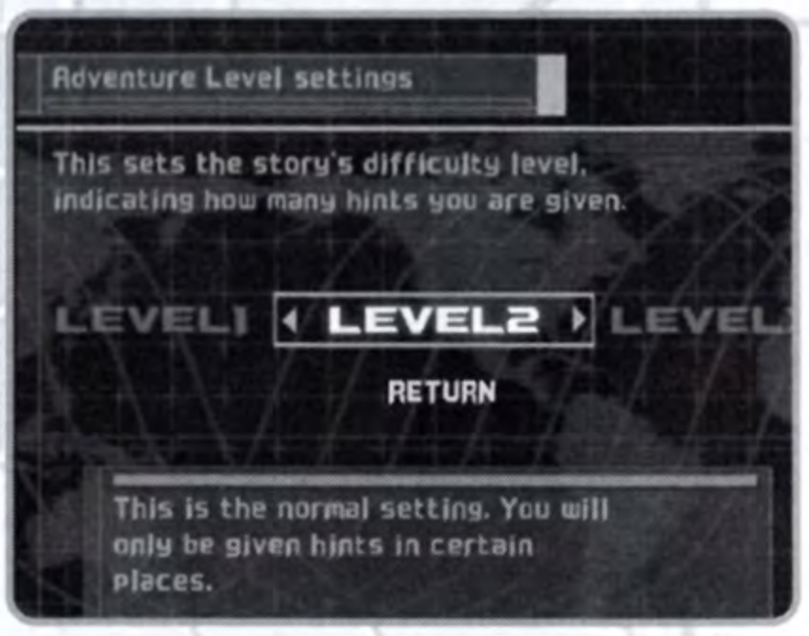
NEW GAME

Select ***New Game*** to start the game at the beginning of the story. Then select your ***Difficulty Level***, ***Adventure Level*** and ***Character*** before beginning the game.


Difficulty lvl. Settings
This sets the enemies' strength and maximum number of items you can carry.
EASY
NORMAL
EXPER
RETURN
This level can be enjoyed by those who like action games.

DIFFICULTY LEVEL SETTINGS

Use the ***Difficulty Level*** settings to adjust the enemies' strength and the maximum number of items you can carry. You can choose from ***Easy***, ***Normal*** and ***Expert***.


Adventure Level settings
This sets the story's difficulty level, indicating how many hints you are given.
LEVEL1
LEVEL2
RETURN
This is the normal setting. You will only be given hints in certain places.

ADVENTURE LEVEL SETTINGS

Use the ***Adventure Level*** settings to control the number of hints given in the game. ***Level 1*** provides hints often, ***Level 2*** provides hints less often and ***Level 3*** rarely provides hints.

CHARACTER SELECTION

Choose either ***Billy*** or ***Sheila*** as your player character. There are some differences between the two characters, such as the amount of damage they can receive and inflict, disguise limitations, and so on.

LOAD GAME

If you're using a memory card containing save data from a previous ***SPY FICTION*** game session, you can continue the saved game.

Insert the memory card with the save data into either MEMORY CARD slot 1 or MEMORY CARD slot 2 and select ***Load Game***. Select the appropriate MEMORY CARD slot in the Load Data screen. The game will continue once you press the ⊗ button.

To load data during gameplay, use ***Load Data*** from the Pause/Options menu. (See page 8 for details.)

SAVE GAME

To save your game data, press the START button during gameplay to access the Pause screen, and select ***Save Data*** from the Pause/Options menu. This will allow you to save your progress up to that point.

- At least 330Kb of free space is required on the memory card in order to save for the first time.
- You can save data in up to 16 files on one memory card.
- If data is overwritten, the previous data will be lost.
- Do not remove the memory card or turn off power to the console while saving or loading game data. Doing so may destroy the data.

OPTIONS

Use the Options menu to change various game settings. Use the directional buttons or the left analog stick to select an item. Press the ⊗ button to enter changes, and then press the ⊗ button again to confirm the changes.

- ***Sound*** — Set the sound output to either ***Stereo*** or ***Monaural.***
- ***BGM Volume*** — Choose the background music volume from six levels.
- ***SFX Volume*** — Choose the sound effects volume from six levels.
- ***POV (Point of View) Camera*** — Set the controls when moving the camera with the left analog stick (while pressing the R1 button to access 1st-person view). Select from ***Standard, Invert vert, Invert horz*** and ***Invert All.*** In ***Standard*** mode, pressing the left analog stick ⬆ raises the view, ⬇ lowers the view, ⬅ moves the view to the left, and ➡ moves the view to the right.
- ***3rd-Person Camera*** — Sets the controls when moving the camera with the right analog stick. Select from ***Standard, Invert vert, Invert horz*** and ***Invert All.*** In ***Standard*** mode, pressing ⬆ on the right analog stick raises the view, ⬇ lowers the view, ⬅ moves the view to the left, and ➡ moves the view to the right.
- ***Default*** — Revert all changes back to their default settings.
- ***System and SPECIAL*** — Use ***Vibration*** to toggle the controller's vibration function ***On/Off.*** Use ***Brightness*** to display the guide for adjusting the brightness of the screen. Use A***djust Screen Position*** to adjust the position of the game screen on your TV.
- ***Gameplay Instructions*** — Select this and press the ⊗ button to view a list of gameplay instructions.
- ***Title Screen*** — Select this and press the ⊗ or START button to close the Options menu and return to the Title screen.

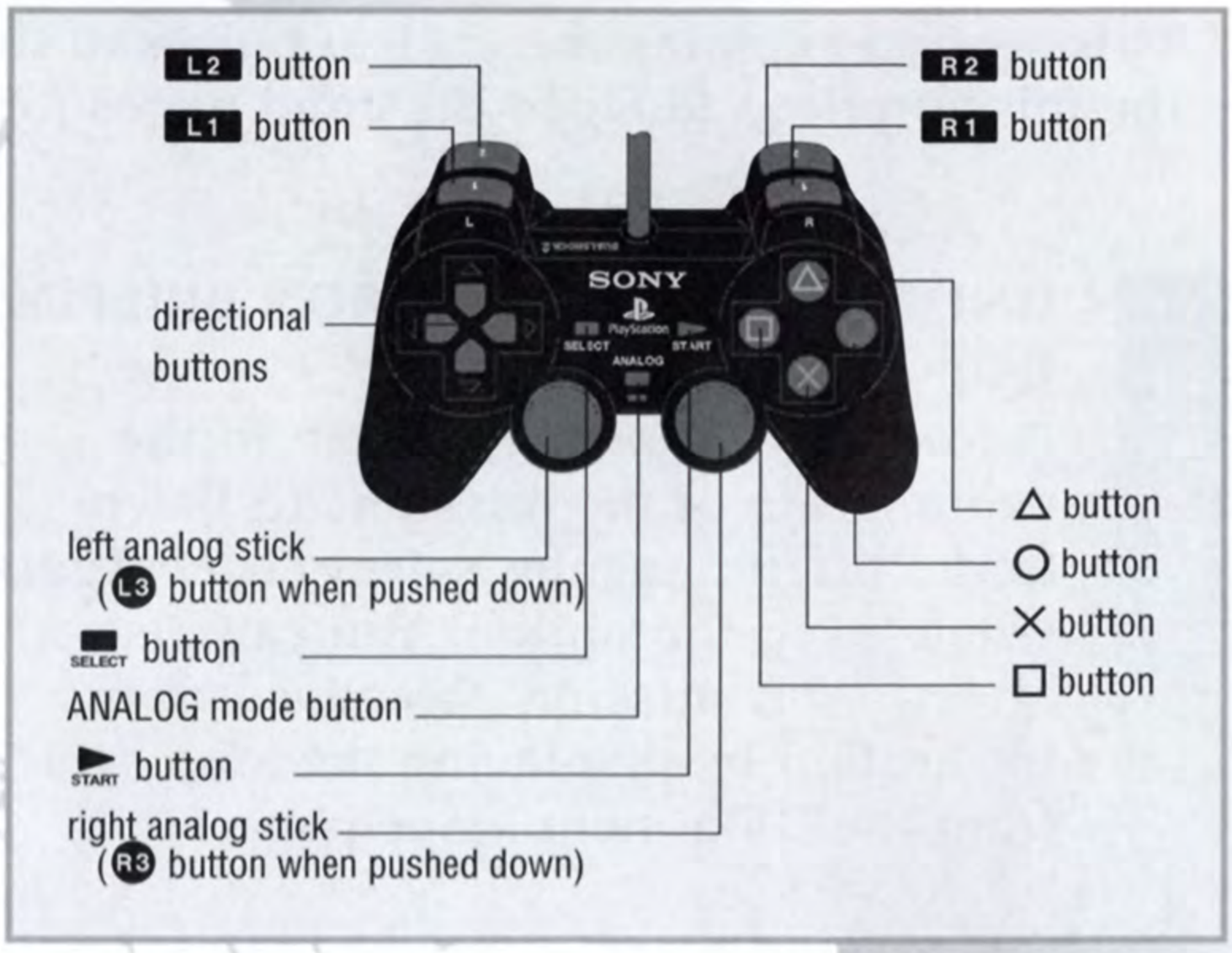
PAUSE MENU OPTIONS

Press the START button during gameplay (except during story scenes) to pause the game and display the Pause/Options menu. The following items are available this menu, in addition to the items above.

- ***Save Data*** — Save game data. (See page 7.)
- ***Load Data*** — Load save game data. (See page 7.)

BASIC CONTROLS

This section describes the basic controls for playing *SPY FICTION*. For details on player character action controls, please see later sections in this manual.



START button	Access the Pause menu, skip cut-scenes (in game), skip demo, confirm selections (Title screen)
directional buttons	Scroll through items and available options
left analog stick	Move character, scroll through items, control 1st-person camera, rotate map (Map screen)
L1 button	[Hold] crouch, activate wall camouflage, remove disguise (while toggling left analog stick), activate ***Cheat Actions*** (while disguised), eavesdrop on characters, zoom in (Map screen), access disguise change areas (lockers, barrels, etc.)
L2 button	Cycle to next screen (Garbology), toggle between multiple targets (while in 3rd-person view), cycle through available map locations (Map screen)
R1 button	Enter 1st-person view, zoom out (Map screen)
R2 button	Cycle to next screen (Garbology), toggle between multiple targets (while in 3rd-person view), cycle through available map locations (Map screen), center camera (in game)
△ button	Cancel selections, [hold] access Inventory menu to make selections, [release] take selected item
	[Quickly tap] holster and draw weapon
○ button	Use equipped event Inventory item, review mission details (Map screen)
× button	Confirm selections, skip briefing screens, jump, action, activate ***Cheat Actions*** (while disguised), take photo (with 3DA Cam)
□ button	Attack, use selected weapon, [hold] auto-target enemies
right analog stick	Control 3rd-person camera, rotate map (Map screen)
R3 button	Switch to mini-cam view
L3 button	Unstick from wall (when using wall camouflage)

INFILTRATION MISSION FLOW

This section explains the critical points of the game following the mission flow. Refer to the cited pages for details on each stage.

STAGE 1

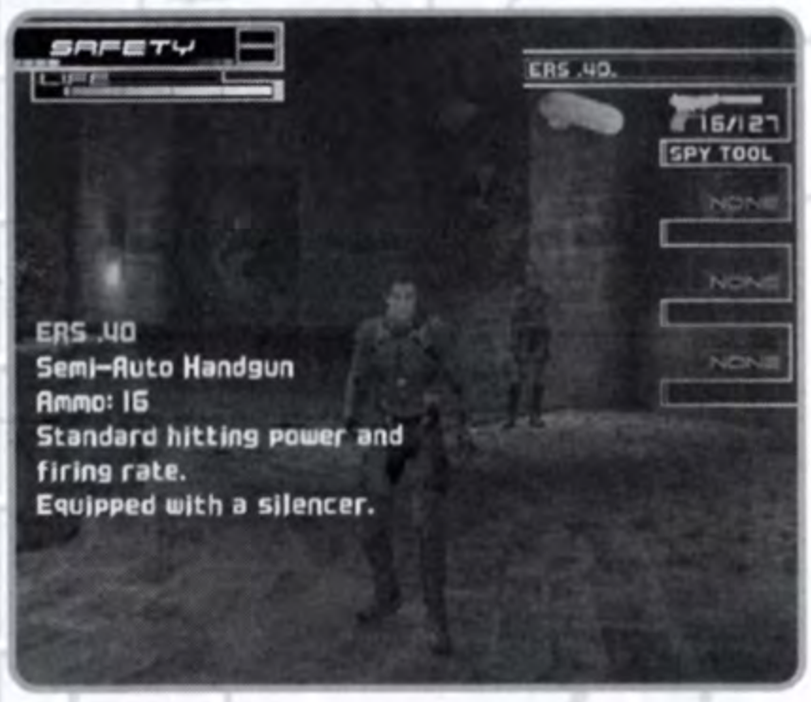
UNDERSTAND THE MISSION BRIEFING (page 12)

Before infiltration, first listen to the explanation of the mission. To listen to the briefing again, select ***Listen Again*** when given the option. You can also review your mission objectives after infiltration by displaying the Map screen from the Data menu. (See page 15.)

STAGE 2

EQUIP WEAPONS THROUGH THE INVENTORY MENU (page 14)

After starting the infiltration, the next thing to do is open the menu and equip your character with a weapon. Access the menu by holding the △ button (except during story events). You can also use the menu to equip or use items, confirm your character's current location using the map, and so on.



STAGE 3

MOVE FORWARD STEALTHILY (pages 24-25)

There are many enemies in the operation area. Even if an unarmed citizen finds your character, he or she may call the attention of armed enemies.

Your character can crouch or walk quietly. In addition, if your character crouches near a wall, the ***Optical Camouflage*** function of your character's Spy Suit will blend your character into the surroundings. Use these functions to hide and make progress without being discovered.

STAGE 4

DECEIVE ENEMIES WITH DISGUISES (pages 22-23)

If you cannot move forward simply by hiding, you may need to be disguised. You can disguise your character as someone else by taking a picture of a person with the 3DA Cam located in the Spy Items Inventory section. Then you must enter a disguise location, such as a barrel, locker, etc.

Depending on the photograph taken, you can disguise your character with clothing data only, or with both clothing and face data. Depending on the circumstances, it may be necessary to disguise your character as someone else, face and all.

STAGE 5

END BATTLES QUICKLY (pages 28-29)

If your character is found (even if hidden and disguised), you must try and defeat the enemy before other enemies are called to the scene. You have many different types of weapons. Be sure to choose the appropriate weapon for the circumstances, such as number of enemies and your character's health. If your character attacks barehanded or with non-lethal weapons, you can render the enemy unconscious.

STAGE 6

USE EVENT ITEMS BY EQUIPPING THEM (page 14)

Occasionally you will find that your character cannot progress within the operation area without using Event Items. As with weapons, you must equip your character with Event Items through the menu. To use the Event Item, go to the location where you want to use it and press the ◉ button.

Note: Simply carrying Event Items will not do anything, so be sure to equip them prior to use.

STAGE 7

COMPLETE THE MISSION

The mission is complete once your character conducts the mission and gets back safely to the rendezvous point.

PLAYING THE GAME

You move forward in ***SPY FICTION*** by successfully completing the missions assigned to you. This section describes the conditions by which missions succeed and fail, as described by the screen icons.

BRIEFING

During a briefing, the mission objectives and flow are explained. The general flow of the mission is described before a mission starts, and occasionally there are also briefings during a mission. Once the briefing is over and you understand the mission requirements, select ***OK***. To hear the briefing again, select ***Listen Again***. Press the ⊗ button to skip forward through the briefing.

RULES

You must accomplish objectives according to the briefing. Detailed mission orders are given through radio communications during the game, so pay attention.

Once you have completed all the objectives, the mission is complete. To confirm the current objective, refer to the Map screen. (See page 15.)

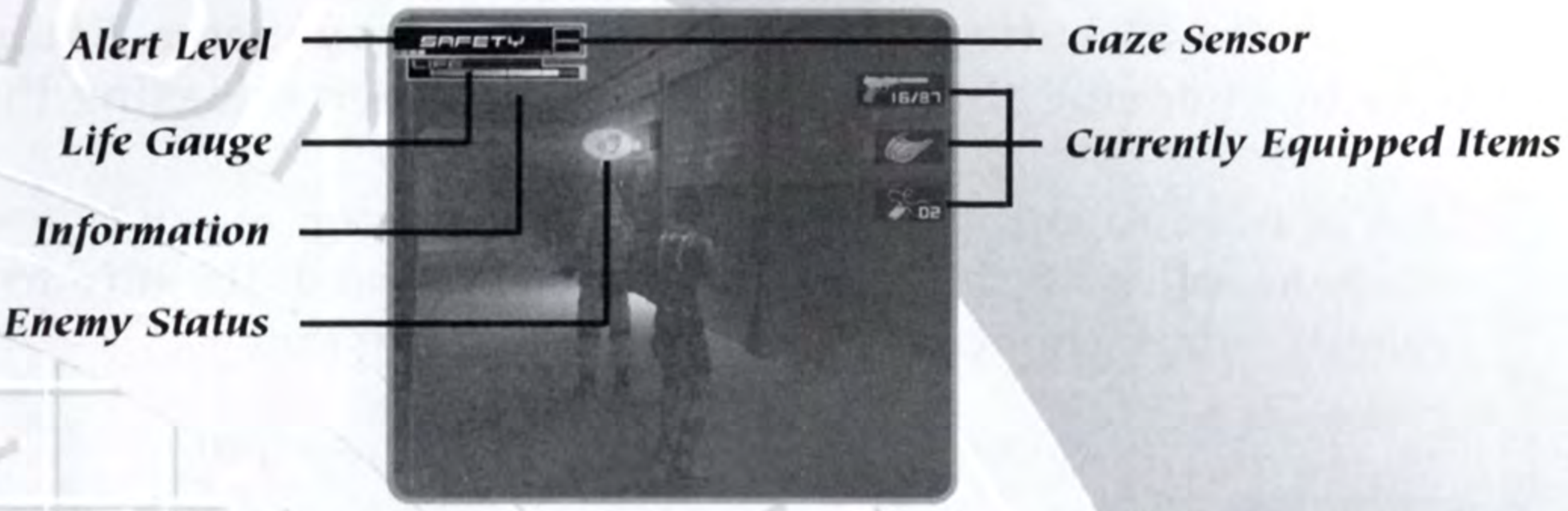
MISSION FAILURE

The mission fails if one of the following events occurs:

- Your character's life gauge is depleted.
- Your character gets caught by enemy forces.
- You kill critical characters such as your friends or the target.

Select ***Continue*** to replay the game from the location immediately prior to the failure. Select ***Game End*** to end the game and return to the Title screen.

GAME SCREENS



- ***Alert Level*** — This displays the current warning level. (See page 16.)
- ***Life Gauge*** — The green gauge represents your character's health. When this is depleted your character dies and the mission fails.
- ***Information*** — Appearing below the Life Gauge, this displays data obtained from Garbology, when your character is *Wanted* and other miscellaneous information.
- ***Enemy Status*** — This is displayed occasionally, depending on enemy status. (See page 19 for details.)
- ***Gaze Sensor*** — This shows whether or not your character is being observed by the enemy. (See page 17 for details.)
- ***Currently Equipped Items*** — This displays the weapons or event items currently equipped. The areas with nothing equipped (*None*) disappear after a short time.

- ***Check Icons*** — Appearing below the Life Gauge, these are only displayed while your character is in disguise. The number of check icons you have is determined by the disguise data you've obtained. Each time your character is checked, one icon disappears, increasing your chances of being caught. (See page 17 for details.)
- ***Details*** — A description or usage procedures for the selected item are displayed here.
- ***Menu*** — This is displayed while the △ button is held. While it is displayed, use the directional buttons or left analog stick to select the item, then release the △ button to return to gameplay. The item will be equipped and ready for use.

MENUS

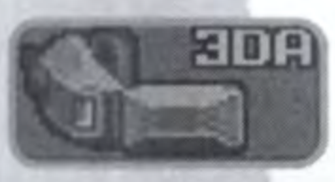
Hold down the △ button to display the Inventory menu. Equip weapons or items by choosing them on the menu and then releasing the button.

SPY TOOLS/WEAPONS

This is used to equip your weapons. There are many types of weapons, all with different ways of being used. Be sure to use weapons that are appropriate to the circumstances.

	Name	Description
	ERS.40	Semi-automatic handgun. Standard power, equipped with a silencer.
	Grenade	Explodes shortly after being thrown. After it is equipped, hold the ● button to get ready and release it to throw.
	Stun Shaver	Stun gun disguised as an electric shaver. Used by making direct contact with the enemy or by water. Needs time to recharge after being used continuously.
	Boomerang Card	A weapon that looks like a playing card. After it is equipped, hold the ● button to get ready and release it to throw.

EQUIP/SPY ITEMS

	Name	Description
	***3DA Cam***	Equip this to photograph people from a 1st-person camera view in order to disguise yourself as those people. (See page 22.)
	Rappelling Kit	Allows you to make vertical descents. When the kit is selected, you will automatically enter Rappel mode when near a drop. (See page 27.)
	Spider Grip	Special nanomolecular grips, created for covert ops. (See page 26.)
	Recovery Kit	Restores your health in small, medium or large amounts, depending on the size.

EVENT

Event items can be used in specific locations, and there are many types of such items. Refer to displays during the game or radio instructions for exact usage procedures.

	Name	Description
	Security Tag	ID tag retrieved from a guard. Clears *Caution* and *Wanted* status. (See pages 16 and 18.)

This opens the Map or File screen. It allows you to view the current surroundings or collected information. Hold down the △ button to open the menu, select an icon, and then release the △ button to open the chosen screen.

Map Screen

File Screen

MAP SCREEN

In the Map screen you can not only move the map freely to understand your overall surroundings, but also view the coordinates of the current location, the lock status of the doors, etc. Additionally, you can press the ⊗ button to switch the display mode from 2D to 3D view, as well as use the L2 and R2 buttons to highlight specific rooms. Press the L1 button to zoom in, or the R1 button to zoom out. You can also review the current mission details by pressing the ○ button. The mission details will be updated to reflect the mission objectives that have not yet been met.

Note: In the Prologue you can only review the mission details.

FILE SCREEN

The File screen keeps track of all information collected from Garbology activities. Select a file by using the directional buttons or left analog stick and then press the ⊗ button to select and view the information. Unread items are displayed in red. Turn pages by pressing the L2 or R2 button.

Garbology is an investigative procedure that is performed by collecting trash. Press and hold the L1 button in front of open barrels, boxes and lockers to have your character get inside and change into a disguise. (See page 22.) Occasionally you can also collect information. These bits of information are saved for viewing in the File screen.

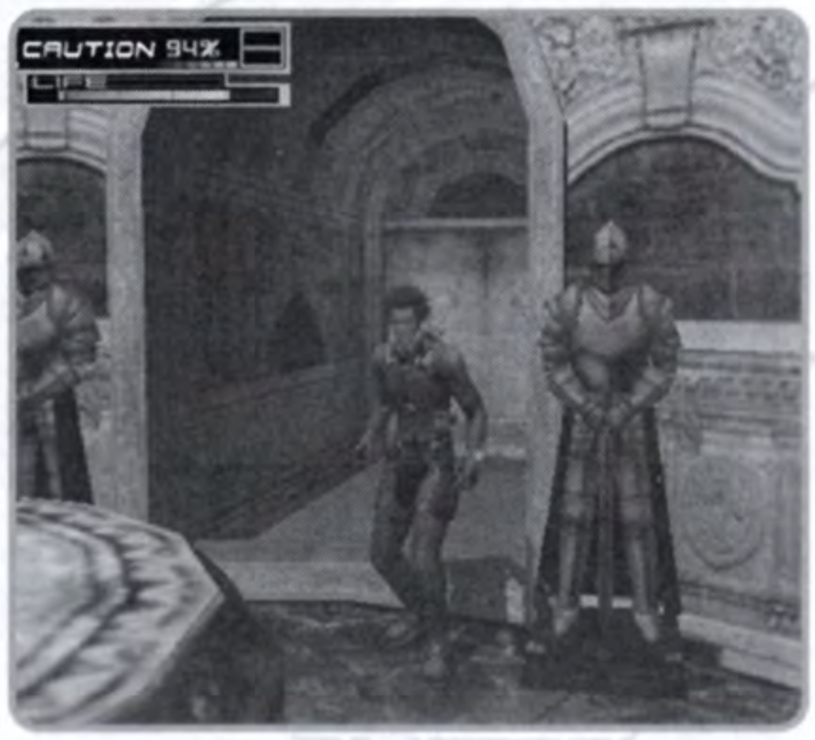
Note: You may sometimes obtain multiple pieces of information simultaneously or no information at all.

ALERT SYSTEM 1

There are many enemies in your line of work, including unarmed citizens. So, to succeed in your mission you need a good understanding of the enemy's alert system.

ALERT LEVELS

The text displayed on the upper-left portion of the screen indicates the enemy's current alert status. These formations are referred to as ***Alert Levels.*** Depending on the level, circumstances may change drastically. For example, the number of enemies, the lock status of doors, etc., can differ significantly from one environment to the next. You should keep an eye on the Alert Level while performing your actions during the mission.



Alert Level	Description
SAFETY	The enemy is not in alert formation. Any suspicious action you take while in disguise won't be too much of a concern for them. However, if you aim at the enemy, you will be immediately recognized as an intruder.
CAUTION	The enemy is currently on alert. If you take noticeable action even while in disguise, you may arouse suspicion.
SEARCH 89%	This occurs when you hide from the enemy while the Alert Level is set to ***Danger***. The enemies are now searching for you. As time passes, the percent value increases and the search will be completed, bringing the Alert Level back down to ***Caution***. Also, if your character defeats all enemies in the immediate area, the Alert Level will be downgraded to ***Caution***.
DANGER	This occurs when you are discovered by the enemy. If the Alert Level becomes ***Danger*** while you are in disguise, that disguise will become ***Wanted***. (See page 18.)

GAZE SENSOR

The Gaze Sensor is located to the right of the Alert Level Indicator. When the Gaze Sensor is displayed, it means you are within the enemy's field of view (if nothing is displayed, you are not within the enemy's field of view). When **?** is displayed in the Gaze Sensor, it means your disguise is out of place, which makes it more likely that your character will be subjected to a body check.

Outside enemy's field of view

Inside enemy's field of view

Under suspicion

CHECK ICONS

If you perform suspicious actions even when in disguise, you may be stopped by people nearby. Unless you perform ***Cheat Actions*** (see page 23) before you are stopped, you will be subjected to a body check. When this happens, the Check icons beneath the Life Gauge will be reduced by one. If your character is stopped when you have no more Check icons, your disguise will be discovered and you will be immediately recognized as an intruder. Also, if you perform any action other than ***Cheat Actions*** from the time you're stopped and a body check is performed, your character will also be recognized as an intruder.

Check Icons

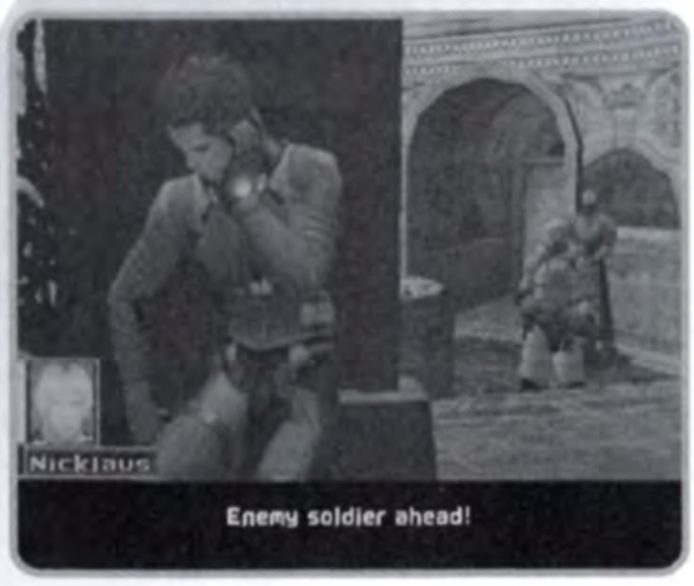
NOISE/TRACKS

If you perform actions that create noise or move into an area that causes noise, the enemy will start searching for the cause of the noise.

Also, if the enemy finds suspicious tracks or evidence, the Alert Level will rise to ***Danger***.

RADIO

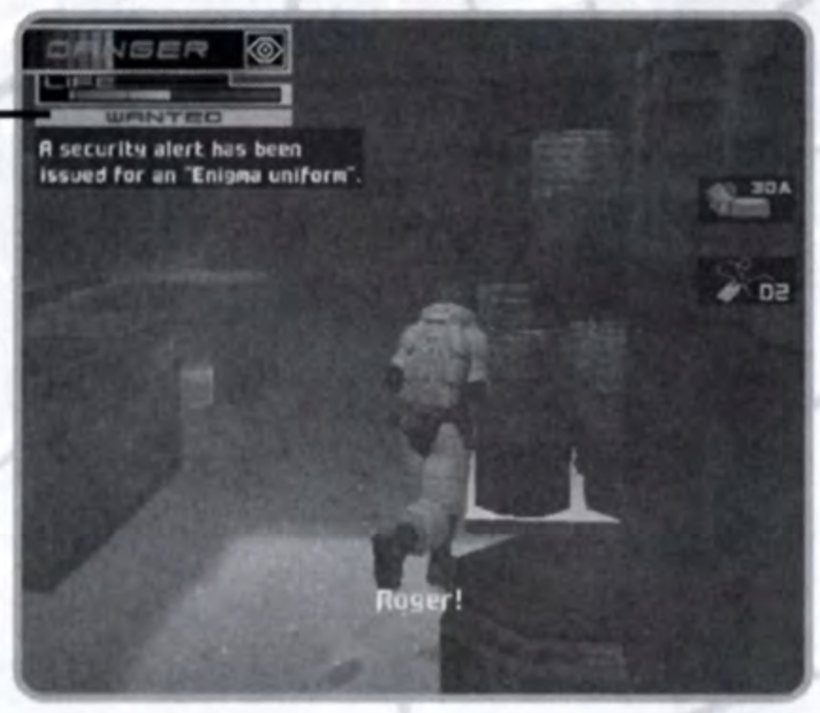
You may sometimes receive information from an associate through radio transmissions while you're on a mission. Pay attention to these messages, since they contain various kinds of information, such as instructions on the mission and how to use certain items.



ALERT SYSTEM 2

WANTED

When the enemy discovers your disguise, you will become ***Wanted***. But since the data of the wanted person is specific, if you put on a different disguise, you may pass in front of enemies without arousing suspicion.



Wanted Status

SECURITY TERMINALS

Inserting a Security Tag into a Security Terminal will force the ***Wanted*** status to be cleared. At the same time, the Alert Level will be set to ***Safety***. Equip a Security Tag using the Event Item menu, and then press the ◉ button while facing a Security Terminal.

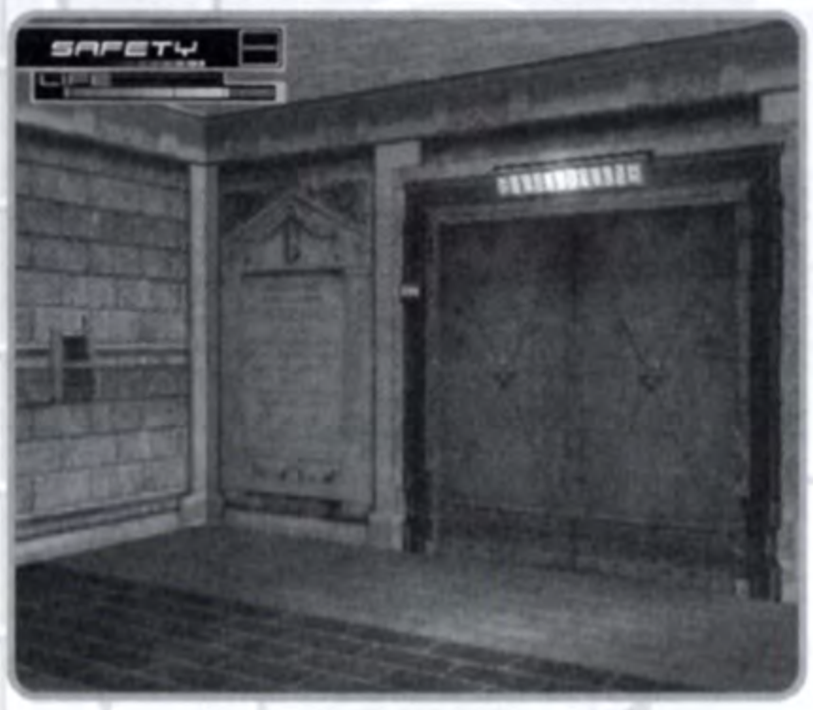
Note: You can't use a Security Terminal when the Alert Level is ***Danger*** or ***Search***.

Security Terminal

Security Tag

DOORS

Some doors can be passed through at all times, and other doors are locked. You can open locked doors by using certain event items or a certain disguise. When the Alert Level is ***Danger, Search*** or ***Caution,*** you cannot open locked doors even when the conditions for opening the door are met.



A door displaying a lighted green lamp can be opened. When the red lamp is lit, the door cannot be opened.

Additionally, some doors are secured with a padlock. You can open these doors by breaking the lock barehanded or by using a weapon.

This section describes various levels of enemy status, including unarmed citizens. Be sure not to rely solely on the Alert Levels to understand the current conditions. You must also understand the enemy's individual status, and exercise caution.

Keep in mind that when the Alert Level is anything other than ***Safety*** the enemy status will be in Alert mode. If you take suspicious action at this time, the enemy will become ***Strongly Suspicious*** and you will be susceptible to detention and questioning.

Status: ***Alert***

This occurs when the enemy is on alert. When the Alert Level is ***Search,*** increased numbers of enemies will be searching routes that are not usually patrolled.

Status: ***Surprised***

This occurs when the enemy is surprised. This is displayed when the player is discovered or when the enemy is suddenly attacked.

Status: ***Unconscious***

This occurs when the enemy is unconscious. The number of stars floating around the enemy's head decreases with time. When only one star is left, the enemy will awaken shortly.

Status: ***Suspicious***

This occurs when the enemy is suspicious. If you make a sound or act suspiciously in front of the enemy, you will arouse suspicion.

Status: ***Talking***

This occurs when the enemy is talking (to himself or to others). You can eavesdrop on the conversation by moving close to the enemy and holding the L1 button.

Status: ***Napping***

This occurs when the enemy is taking a nap or is asleep due to tranquilizers. The number of Z's near the enemy's head indicates when the enemy will awaken.

Status: ***Strong Suspicion***

This occurs when your character is under strong suspicion. It is displayed when the character in disguise is being stopped for questioning.

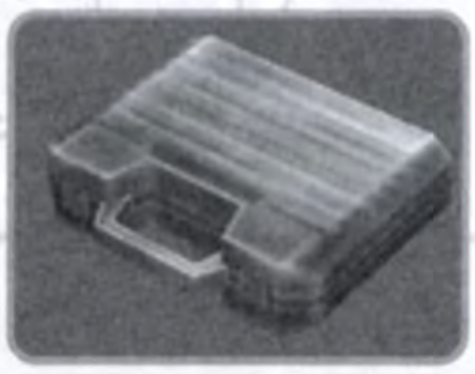
ITEMS

Weapons and recovery items are critical for infiltration missions. Try to obtain as many as possible by searching behind objects, breaking open barrels and crates, and rendering enemies unconscious.

RECOVERY KITS

Three types of recovery kits are available. The large kit recovers 100% of the maximum value of your character's Life (health). The medium kit recovers 50% of the maximum Life, and the small kit recovers 25% of the maximum Life. If you have these equipped as an item, they will be used automatically when your Life expires. Press the ◉ button while a recovery kit is selected in the menu to recover your Life on the spot.

WEAPONS/SPY ITEMS

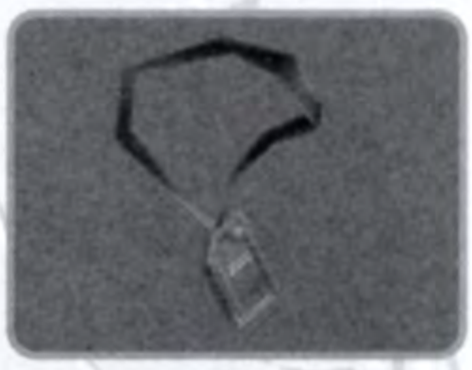


You will obtain items that are depleted during the conduct of a mission, such as ammunition and spy items. Pistols and other guns must be found by themselves, as they are not stored in briefcases, boxes, or any other containers.

AMMUNITION

When you pick up ammunition, it is automatically added to the current clip for the corresponding weapon and also reflected in your total amount of ammunition. You will not be able to pick up ammunition that exceeds the maximum amount that can be placed in your Inventory or if you don't have the right weapon to match the ammunition.

OTHERS



There are other unique event items that appear for each stage. The Security Tag (see page 18) appears regardless of the stage.

ADVICE: FIND ITEMS

Items are hidden in various locations. Items may be contained in objects that can be destroyed. Wooden crates and barrels aren't the only objects that can be destroyed. You should also search other places such as inside shelves and on tables. Even portraits may contain items.

CAMERA ANGLES

1st-person and 3rd-person camera angles are available. You should use the appropriate one depending on the circumstances. You can change the settings for operating the camera angles in the Options menu.

3RD-PERSON VIEW

Use the right analog stick to look up, down, left and right. This view is most commonly used. Your character will be at the center, and you can freely change the camera angle by using the right analog stick. Press the R2 button to move the view to directly behind the character.

Note: The movement of the camera angles may be restricted depending on the situation. In such cases, you can still turn the camera slightly with the right analog stick.

1ST-PERSON VIEW

Use the left analog stick while holding down the R1 button to look up, down, left, and right.

The 1st-person view is activated while the R1 button is held. Move the left analog stick to move the camera around to see the surroundings. When a weapon is equipped (see page 28) and the weapon is ready, a crosshair will be displayed. When the 3DA cam is equipped (see page 22), the Viewfinder will be displayed.

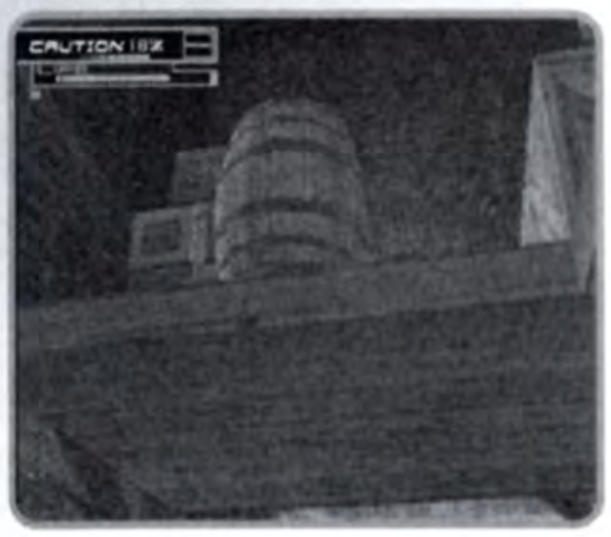
DUCT VIEW

Press the left analog stick ⬆ / ⬇ to move forward/backward, and ⬅ / ➡ to rotate left and right in place.

When you go through narrow places such as air ducts, your view will automatically switch to Duct view. You can look around in 1st-person view and eavesdrop, but you will only be able to use certain items such as the 3DA Cam.

Note: You cannot crawl inside ducts while you're in disguise.

ADVICE: PAY ATTENTION!



Switch between 1st-person and 3rd-person views to observe your surroundings as you progress. There may be footholds or items that you can't see from a certain camera view. In order to remain hidden from the enemy's sight, it's also important to use both views to assess the enemy's position as you advance.

OPTICAL DISGUISES

Disguises are indispensable for infiltration. You can avoid unnecessary conflicts with enemies by using disguises, but you can only perform actions that would be performed by the person you're disguised as.

PHOTOGRAPHS

3DA Cam

In order to disguise yourself as another person, you must use the 3DA Cam to photograph the target.

Select the 3DA Cam in the Equip menu and press the **R1** button to switch to the Viewfinder screen. Use the left analog stick to move the view and the right analog stick to zoom in and out.

When the brackets in the center of the Viewfinder are around the target, the target will turn either blue or yellow. Press the ⊗ button to take a picture. Select ***Yes*** when ***Save photograph data?*** is displayed to register the film to the Disguise menu. (Registered data is overwritten in order from the oldest recorded.)

Note: Sheila can store more data than Billy since she has more disguise options.

HINTS ABOUT TAKING PHOTOS

When you're using the 3DA Cam, you may only obtain data on a target's clothing or you may obtain data on both face and clothing, depending on the position of the target character. In certain circumstances, you'll need facial data in order to disguise yourself properly. Try to obtain facial data whenever possible.

Clothing Data

Facial Data

Voice Data
(obtained by eavesdropping on selected characters)

Note: You can photograph anyone, but Billy cannot disguise himself as a female.

DISGUISING

Press the **L1** button while facing an open wooden barrel or locker to get inside and change into a disguise. You will stay inside as long as you hold down the **L1** button.

Hold down the **L1** button while selecting the menu target you want to disguise yourself as, and then release the **L1** button to emerge dressed in the selected disguise. Disable the disguise by selecting ***Remove Disguise*** on the menu, by re-entering a barrel, etc., while in disguise, or through ***Quick Release.*** (See page 23.)

ACTION WHILE IN DISGUISE

In order to prevent your character from performing suspicious actions while in disguise, some actions are limited.

ATTACK

While you're in disguise, the types of weapons you can equip will differ according to the target character's occupation. For example, you can equip a rifle while your character is disguised as an Enigma Soldier, but not while disguised as a Researcher, since a Researcher doesn't usually carry weapons. However, certain weapons such as the Stun Shaver and Boomerang Cards can be equipped and used universally.

CHEAT ACTIONS (Casual Motion)

Press the L1 or ⊗ button if you are suspected while in disguise. You can pretend to be the character you are disguised as, thus avoiding a body check if you are successful. However, you will not be able to "pretend" if you are disguised as a ***PHANTOM*** team member.

QUICK RELEASE

When you're in disguise, toggling the left analog stick quickly while holding down the L1 button will remove the disguise and return your character to normal. However, if you are disguised as a ***PHANTOM*** team member wearing a Spy Suit, you won't be able to perform a ***Quick Release.*** In that case, you must get inside a location where you can get into a disguise and select ***Disable Disguise.***

ADVICE: BE CAREFUL OF YOUR ACTIONS WHILE IN DISGUISE!

Your actions are limited while your character is disguised, but you can attack barehanded, use certain weapons and take pictures using the 3DA Cam. However, if you perform these actions while an enemy is observing you, your character will arouse suspicion. To avoid unnecessary conflict, be careful of your actions even while in disguise.

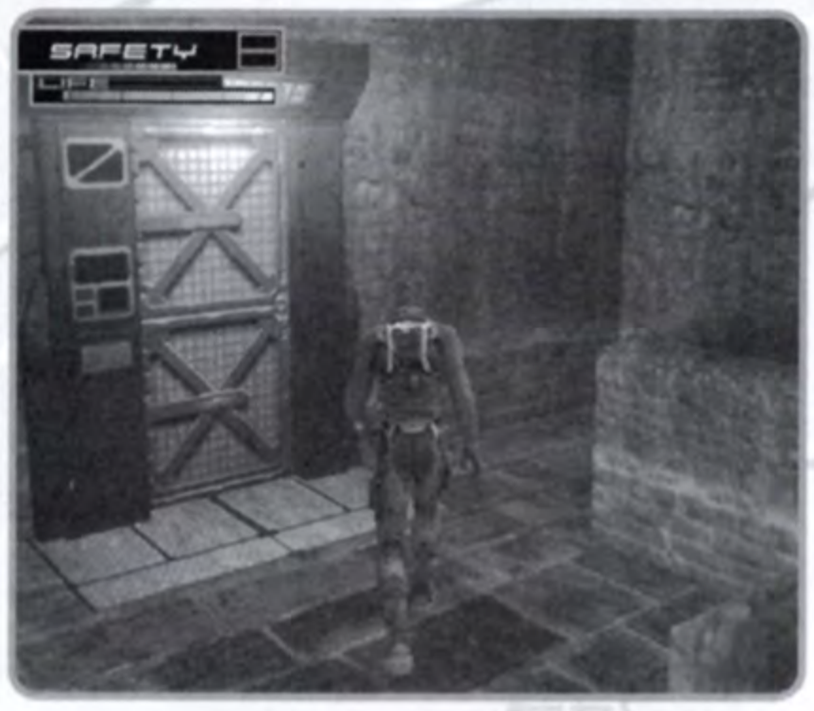
ACTION BASICS 1

This section describes detailed operation procedures for your character. Use these actions to ensure the success of your infiltration operation.

WALK/RUN

- Move the left analog stick
- ***In Spy Suit*** – Walk/Run
- ***Disguised*** – Walk/Run

Move the left analog stick in the direction you want to move. Press lightly to walk; press strongly to run.



CROUCH/CHEAT

- Hold down the L1 button
- ***In Spy Suit*** – Crouch
- ***Disguised – Cheat Action***

You will crouch while you hold down the L1 button. If you crouch near a wall, you will then crouch flat against the wall and the ***Optical Camouflage*** function will be activated. (See page 25.)

STEALTH WALK

- Use the left analog stick while holding down the L1 button
- ***In Spy Suit – Stealth Walk***
- ***Disguised*** – Cannot be performed

Moving with the left analog stick while holding down the L1 button will cause you to walk quietly. If you use the left analog stick while pressed flat against the wall, you will walk stealthily while staying flat. Then when you come to the end of the wall you can peer around the corner.

ROLL

- Press the ⊗ button while stealth walking
- ***In Spy Suit*** – Forward roll/side roll
- ***Disguised*** – Cannot be performed

Press the ⊗ button while stealth walking to roll forward. Sneak/crouch, and then move the left analog stick sideways while simultaneously pressing the ⊗ button to roll sideways. By timing forward or side rolls expertly, you can avoid enemy attacks.

BACKFLIP

- Move the left analog stick backward and simultaneously press the ⊗ button
- ***In Spy Suit*** – Backflip
- ***Disguised*** – Cannot be performed

You can flip backwards by moving the left analog stick in the direction of the character's back and simultaneously pressing the ⊗ button. Move near an enemy and use your backflip as a weapon to strike your foe.

CROUCH/CAMOUFLAGE

- Hold down the L1 button while flat against a wall
- ***In Spy Suit*** – Crouch flat against the wall/***Optical Camouflage***
- ***Disguised – Cheat Action***

Hold the L1 button when you're near a wall to crouch flat against it. If you continue to hold down the L1 button, the ***Optical Camouflage*** function will be activated, allowing you to blend in with the surroundings and become invisible to the enemy. While using ***Optical Camouflage,*** press the L3 button to unstick from the wall and remain crouched. However, you will be found if you use this function after being noticed. If you decide to start moving again, ***Optical Camouflage*** will be disabled, so be careful.

ACTION BASICS 2

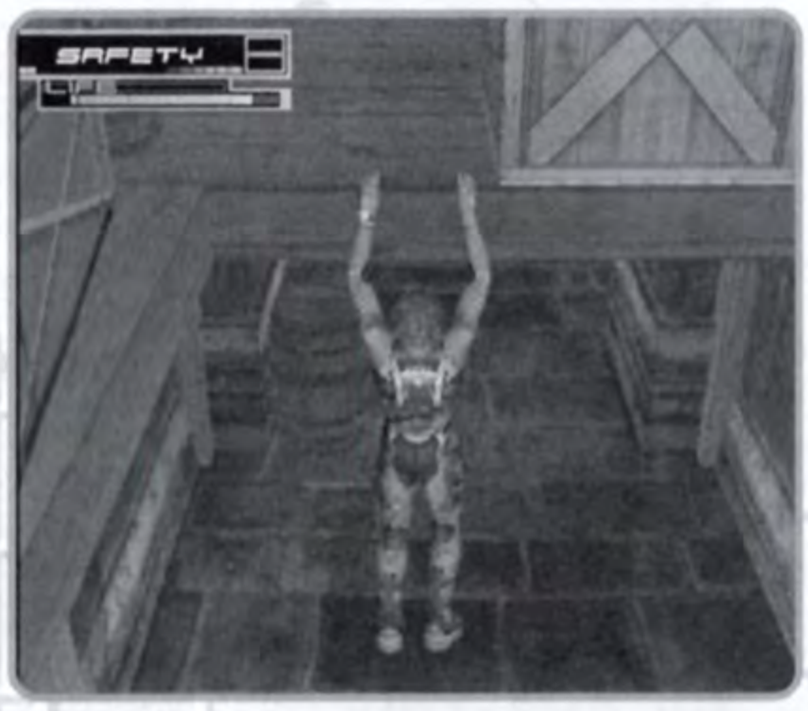
JUMP

- Press the ⊗ button
- ***In Spy Suit*** – Jump
- ***Disguised – Cheat Action***

Press the ⊗ button to jump. Tap lightly for a small jump; press harder for a longer jump.

HANG

- Press the ⊗ button while facing an edge (automatic when you fall off an edge)
- ***In Spy Suit*** – Hang
- ***Disguised*** – Cannot be performed



This action can only be performed in a location with a sheer, unobstructed surface.

If you jump towards a foothold high above you, you can hang from the edge. Use the left analog stick to move to the left or right. Move the left analog stick ⬆ to climb up. To drop down, press the ⊗ button while holding the left analog stick ⬇.

Note: You will hang automatically if you fall from an edge.

ATTACH TO CEILING

- When equipped with the Spider Grips, hold down the L1 button while jumping
- ***In Spy Suit*** – Attach to ceiling
- ***Disguised*** – Cannot be performed

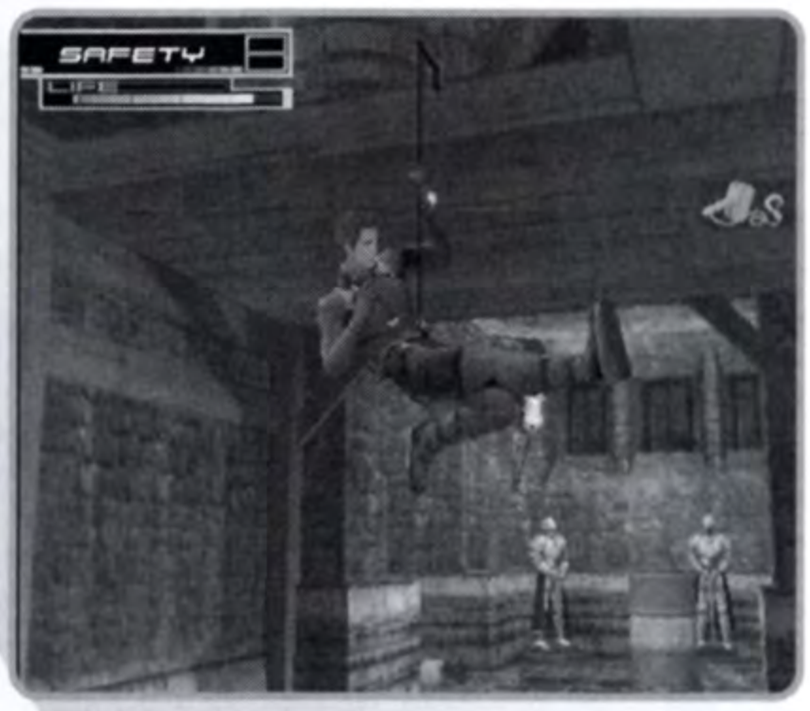
If you equip the Spider Grips, you can cling to ceilings near walls by holding the L1 button and jumping. You stay attached to the ceiling as long as you hold down the L1 button. Move the left analog stick ⬅/➡ to move while attached. Release the button to fall to the ground.

You can use weapons while attached to the ceiling. When you use a weapon, 1st-person view is automatically activated. If you stop moving, ***Optical Camouflage*** will take effect. Press the ⊗ button to jump across to the wall on either side of a hallway or to the other side of the wall.

RAPPELLING

- Walk off a ledge while equipped with the Rappelling Kit
- ***In Spy Suit*** – Rappel
- ***Disguised*** – Cannot be performed

If you drop from an edge while equipped with the Rappelling Kit, you can rappel off the edge. Move the left analog stick ⬆/⬇ to move up and down; move ⬅/➡ to change direction. Use your feet or weapons to attack while rappelling. When you use a weapon, 1st-person view is automatically activated.



Rappelling Kit

LYING FLAT

- Hold down the L1 button while rappelling

When you press the L1 button while rappelling, you will flatten out. Your descending speed will decrease, but this is useful when you need to change your posture, for example when avoiding sensors. If you have no weapons equipped, press the ■ button to attack with a ***Tornado Kick***.

EAVESDROPPING

- Hold down the L1 button while close to a conversation
- ***In Spy Suit*** – Eavesdrop
- ***Disguised*** – Eavesdrop

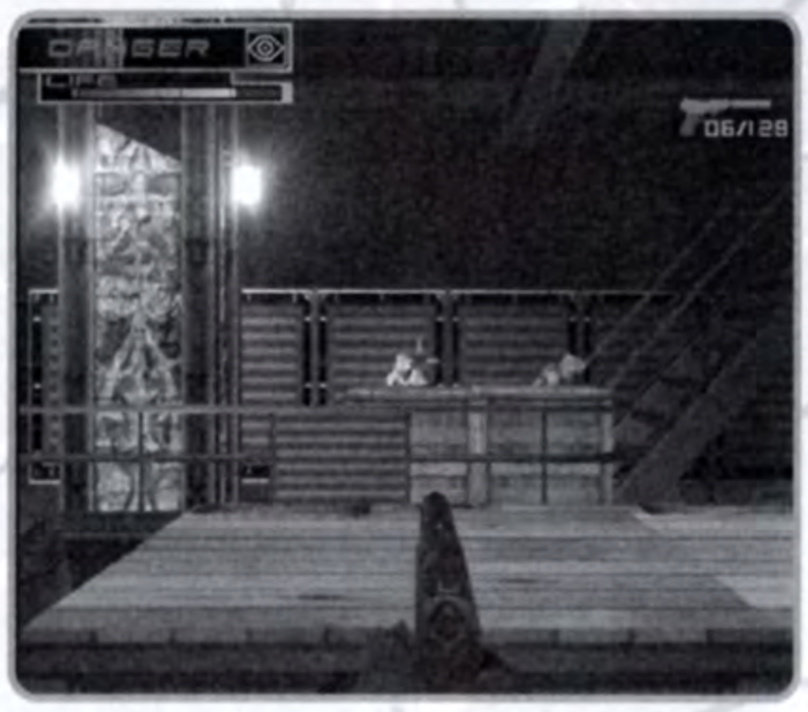
When close to a conversation or people talking to themselves, you can listen to them by holding down the L1 button. Eavesdropping is only possible when the Alert Level is ***Safety***.

If you see a speech bubble, you can acquire information by eavesdropping. Speech bubbles disappear after they have been completely listened to.

BATTLE ACTIONS

WEAPON ATTACK

- Press the ■ button with a weapon equipped; hold down the button to ready it; release to fire/throw
- ***In Spy Suit*** – Attack with weapons
- ***Disguised*** – Limited weapon choice



Press the ■ button while a weapon is equipped to attack with that weapon. For a semi-automatic gun or thrown weapons, aim by holding down the ■ button and then fire the weapon by releasing the button. If you release too slowly, the attack will fail. See the descriptions of the items in the game for other weapons (Spy Tools). With a gun equipped that has no ammo, press the ■ button to perform a pistol whip attack.

Note: Weapons that can be equipped differ based on your disguise.

GUN-TYPE WEAPONS

Gun-type weapons can only be used when you have ammunition. See page 20 for details on obtaining ammunition. Fully automatic weapons are different from other weapons. When you press the ■ button firmly, the weapon fires automatically. Lightly hold the ■ button to aim, and then press firmly to fire.

TARGETING

- Press the L2 or R2 button when the crosshair is displayed
- ***In Spy Suit*** – Change targets
- ***Disguised*** – Cannot be performed

You can change the target you're aiming at by pressing the L2 or R2 button when you see the targeting crosshair. (This operation is not possible in 1st-person view.)

BAREHAND

- Press the ■ button while barehanded
- ***In Spy Suit*** – Attack barehanded
- ***Disguised*** – Attack barehanded

Press the ■ button while barehanded to attack enemies barehanded. If you time the button press properly, you can attack the enemy up to four times in succession.

SCORPION CLAW

- Press the ■ button while barehanded and behind an enemy
- ***In Spy Suit – Scorpion Claw***
- ***Disguised – Scorpion Claw***

Press the ■ button while barehanded and behind an enemy to choke the enemy into unconsciousness.

TAKE HOSTAGE

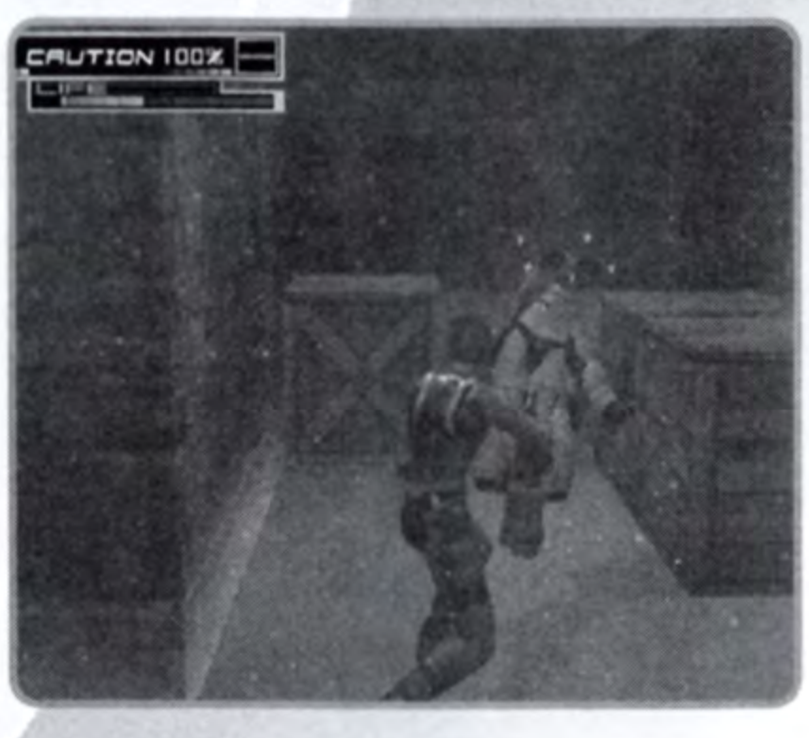
- Hold down the L1 button immediately after ***Scorpion Claw*** or while standing over an enemy
- ***In Spy Suit*** – Take a hostage
- ***Disguised*** – Take a hostage

Immediately after using ***Scorpion Claw*** or while standing over an unconscious or sleeping enemy, press the L1 button to hold the enemy. Keep the L1 button pressed and use the left analog stick to move the enemy. You can take the enemy hostage. Also, if you hold a hostage while facing an enemy, the new enemy cannot attack. You can use this to your advantage and give yourself a chance to escape.

THROW

- Press the ■ button while holding a hostage
- ***In Spy Suit*** – Throw hostage
- ***Disguised*** – Throw hostage

Press the ■ button while holding an unconscious hostage to throw the hostage forward. If the hostage collides with an enemy in front of you, you can knock out the enemy as well.

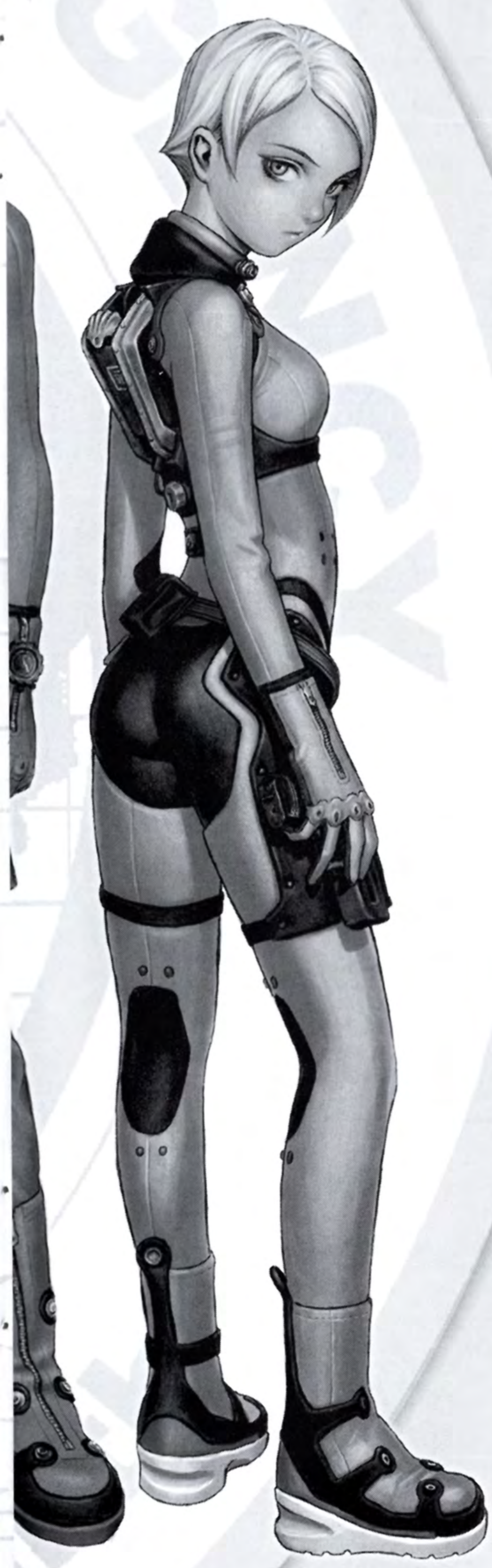


SPY TIPS

- The BioSensor has two modes: Bioscanner and Proximity Estimation. The mode used depends on which camera view you are using while the tool is equipped. When you're using 3rd-person view, the Proximity Estimation mode is enabled, showing you the area where enemies will be able to see you coming or sense you behind them. The Bioscanner mode is activated when you use 1st-person view, allowing you to see enemies through certain walls.

- Avoid killing enemies whenever possible—knocking them out may be more difficult, but it has many advantages. Enemies never drop items when killed, but frequently do when knocked out. In fact, certain rare items can be acquired early on by knocking out enemies before they can be acquired elsewhere.

- Make sure to check your map periodically. Even if you think you know the area well, your map may clue you in on secret areas or alternate paths.



- Watch all the cut-scenes. The majority of the storyline is told during the cut-scenes, so if you skip them you will miss out on critical information and secrets. A good spy ignores no detail, no matter how seemingly insignificant!

- Explore your surroundings thoroughly. If you are having trouble getting past a certain part, try revisiting previous areas —useful items are hidden everywhere. On the harder difficulty levels, you won't be able to get by on your initial equipment alone.

- Garbology holds a great deal of information—some critical, some merely interesting. If you want to know more about the ***S.E.A.***, the gadgets, characters or anything else you see, chances are it's somewhere in Garbology.

MEMO

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Sammy Studios, Inc.
6197 El Camino Real
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1-877-527-2669
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